

COMMODORE

GAME SET
AND MATCH

ocean

LOADING _____ 2

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING _____ 3 - 5



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BASKETBALL _____ 6, 7, 8



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WORLD SERIES BASEBALL _____ 16

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LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction—PRESS the SHIFT PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD""8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING™

WELCOME TO THE WORLD CHAMPIONSHIP

Congratulations. You've been invited to participate in the challenge of Barry McGuigan's World Championship Boxing. Raw, iron-twisting strength is definitely an asset, but for a shot at the title you'll need more than that...like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves please read this official programme. We'll explain some of the finer points and strategies of the game, teach you to become an effective puncher, and introduce you to the World Championship circuit.

THE WORLD CHAMPIONSHIP CIRCUIT

Truly an historic day in computer sports. You're probably quite anxious for a shot at Barry and the title, but so are the other boxers on the circuit. Here are some names to keep an eye on as you move up the ranks:

Sonny Robinson; the number one contender is a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with McGuigan, so he won't be easy to beat.

Thunder Thompson; a newcomer to the circuit. He picked up an easy gold in the Star Rank Games and joined the pro ranks with the medal still swinging around his neck. A tough fighter to hurt.

Lucky Lou Lyndon; another newcomer to the circuit who has such tremendous strength that most of Lucky Lou's opponents are still nursing their bruises from their fight with him. Supporters say he has flawless style and execution.

Flash Fenwick; an extremely quick fighter. Likes to put the "magic" on his opponents. (Definite proof that the hand is quicker than the eye.)

Bashin' Bill Snow; a powerful fighter with many years of experience in the ring. Weakens other fighters with his incredible body blows.

BoomBoom Barnett; another powerhouse with a wicked right cross. BoomBoom is an imaginative fighter who often outwits better boxers—quite unusual for a powerhouse.

BOXING STYLES

Dancer; likes to "stick and move." Rarely goes inside.

Boxer; sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.

Mixed; very unpredictable. Hard for your opponents to "read."

Sluggo; no-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.

Bulldog; likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

GETTING STARTED

1. Plug a joystick controller firmly into PORT 1 on the right side of the computer console. Plug a second joystick into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.

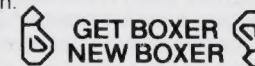
2. Push the joystick up and down to move the boxing gloves to select a ONE PLAYER or TWO PLAYER game. Press the RED FIRE BUTTON to confirm your choice.

Two Player Game

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player one goes first, using a joystick to point to any of the 18 circuit boxers or World Champ. Press the FIRE BUTTON to confirm your choices. When player two is finished you're ready to see a PROFILE of your two fighters.

One Player Game

1. If you choose a ONE PLAYER game, you'll go to this screen:



Pushing the fire button will GET a boxer you created earlier. All the boxer's statistics, including his earnings, record and RANK, are saved in memory as long as the computer is left ON.

2. Choosing the NEW BOXER option will ERASE any boxers you came up with earlier and allow you to CREATE a new boxer.

3. First you use the keyboard to type in the letters and the DELETE key to erase any mistakes. Press RETURN when you are finished.

4. Now you'll be prompted with the NEW BOXER FEATURES screen. Use the joystick to point to the different features. Push the fire button to step through available choices. When you're happy with your boxer point to CONTINUE and push the button to go on.

5. When you create a new boxer you are allowed to choose his starting rank. If you select NEW PRO you will start at the bottom of the ladder (rank number 19). If you think you've got what it takes choose CONTENDER. (rank number 10).

6. This is your fighter's PROFILE screen. When you've analyzed the information press your fire button to continue.

BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING™

7. Next is the CIRCUIT STATUS screen. You can select the two fighters ranked immediately in front of you or the fighter ranked just below you. Fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and push the fire button.

8. This is your OPPONENT's PROFILE screen. Study your adversary closely. If you change your mind move the gloves to REFUSE and push the button. If you ACCEPT the challenge push the fire button to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal in Barry McGuigan's World Championship Boxing is to outscore or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study his attributes* and notice how they can affect the outcome of each fight:

Endurance

* weak * erratic * average * tough * mighty
Endurance is the key to knockdowns. When it's less than ten a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kissin' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT.) Endurance goes down when you are hit and when you miss! The scoreboard above the ring constantly displays both fighters' endurance register. Watch these numbers carefully! ENDurance is indicated in the corners of the fight screen.

Stamina

* sluggish * slow * average * quick * lightning
The "toughness" register. Stamina may be thought of as a percentage. When a boxer rests between rounds he gets back a percentage of the endurance he lost in the previous round. Also, when a boxer is knocked down (endurance is less than ten) his chances of getting back up are related to his stamina. If his stamina is very high he will always get up but the lower it gets the better chance he will be knocked out. Stamina goes down every time you are hit.

Strength

* feeble * weak * average * strong * awesome

This register reflects your fighter's power. A strong fighter's punches will do more damage. Every punch you throw - hit or miss - will drain your strength register.

Agility

* poor * average * good * massive
Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five training areas and the effects they have on your status registers:

Road Work; hitting the road has a tremendous impact on your endurance and helps build strength and agility.

Light Bag; the light bag is an agility builder. It also helps produce stamina.

Weights; pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

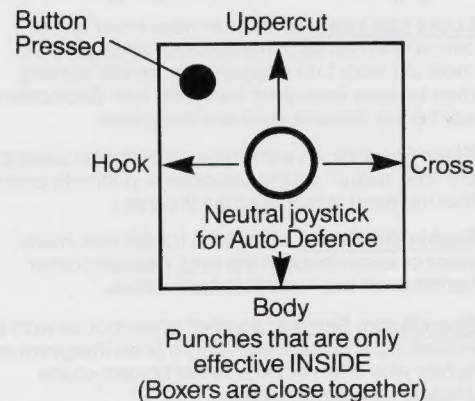
Spar Time; practice in the ring will build all your registers but is especially good at boosting your stamina.

Heavy Bag; punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

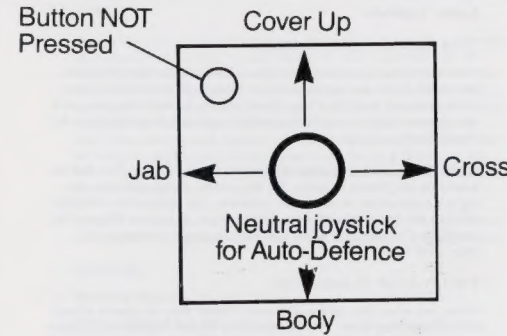
To train your boxer simply move the glove to an area and press the joystick button. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished move the glove to CONTINUE and press the button.

FIGHT TIME

To be successful in the ring you'll have to become an effective puncher. Some punches are only effective INSIDE while others are only effective when the boxers are OUTSIDE. Most important is being in the right range. Study the following chart and the descriptions of the various punches:



BARRY McGUIGAN WORLD CHAMPIONSHIP BOXING™



Punches that are only effective OUTSIDE
(Boxers are further apart)

OFFENCE

Jab; the jab is an efficient point-scorer, a quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

Hook; the hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

Uppercut; the uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross; the cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Head shots - Jab, Hook, Uppercut and Cross - will always connect unless blocked by coverup or because the punches were not delivered from the right range.

Body Shots; the body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENCE

Coverup; the coverup wards off all blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENCE.

Auto-Defence; leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENCE. This is an effective defence against the body shot.

SPECIAL FEATURES

1. Barry McGuigan's World Championship Boxing is unique in that it focuses on the art of the sport. Style, training and strategy are emphasized over slugging ability.
2. Grab your gloves and take on 19 different circuit boxers, including the Champion himself, Barry McGuigan...personalized artificial intelligence makes each boxer uncannily lifelike.
3. Create your own boxer...choose race, style, look and image.
4. Take your boxer to training camp to fine-tune his skills...light bag, heavy bag, road work, and more
5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork.
6. Realistic ringside atmosphere...from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.

TIPS FOR STARS

We wanted this section of the manual to cover most of the strategic possibilities in the game. We soon realized that it would take another manual twice as long as this one to do that! Just like in real boxing, there isn't a "best way" to win. Your overall fight strategy has to be based on your opponent, and it's sometimes necessary to change strategies mid-bout. Here are some things to keep in mind:

1. So far we've discovered two good "overall" strategies. You can try to win the fight by hurting your opponent to the point of knockout. Or you can throw lots of jabs and hooks (which aren't tiring) and try to win by points. This strategy requires that you have an excellent defence or you won't make it to the end of the fight.
2. Notice the way your opponents throw punches. Some fighters throw more when they're INSIDE. Some hit more when they are OUTSIDE. You should be able to use this pattern to your best advantage.
3. A good defensive strategy if you are INSIDE and in COVERUP is to push your button. Your boxer will throw an uppercut and go right back to COVERUP.
4. Use the jab as a distance gauge. If you're sure the fighters are in range but aren't sure that they are INSIDE throw a jab. If it misses (and it wasn't blocked) you need to push the joystick button because the boxers are definitely INSIDE.
5. If you see your opponent has a lot of STAMINA you'll have to hit him with crosses and body shots to bring it down.
6. Remember, points are scored every time you hit the other boxer. Often, the boxer who punches more hits more; so he scores more points. But he may also miss more and even get knocked out, so be careful because a KNOCKOUT always wins over points.

BASKETBALL™

Two-on-Two

King of the Court

Basketball. The lightning-paced sport for super-athletes. The game of strategy, guts, stamina, and—most of all—teamwork.

Two-on-Two helps you develop the strategies and skills to make you play like a pro. You can play with a teammate and learn *teamwork*. You can pick your *offensive alignment* while your opponent sets his defense. And when your opponent has the ball, you can choose among several *defensive strategies*.

The Chalkboard Menus

Following the introductory music and credit screens, a green chalkboard appears on your screen with two choices: **GAME** or **PRACTICE**. You'll notice two basketballs, one on either side of the **GAME** option. Pull back or push forward on joystick number 1 to place the basketballs next to the option you want, then press the joystick button.

A new chalkboard appears, allowing you to select **ONE PLAYER** or **TWO PLAYER** action. (If you select the two-player option, joystick number 2 becomes active when the top of the screen displays **Player Two**.)

When prompted for your **TEAM NAME** or **YOUR NAME**, type the letters on the keyboard (use the **DELETE** key to erase any mistakes you make), then press **RETURN**. Names must be at least *one* letter and no more than *twelve* letters.

the word **HORSE** is spelled. Whoever gets all the letters first, loses. (Note: The letters in **HORSE** do not appear on the screen. You must keep track of the "score" yourself).

As with the **ONE PLAYER** practice option, there are no scores, penalties, or time clock.

To leave the practice mode and return to the chalkboard menus, press **F7**.

Practice Options

ONE PLAYER (one player on the court by himself)

Make sure that your joystick is plugged into port 1. You can practice shooting inside and outside and work on your hook shots, jump shots, slam dunks, tip-ins, and rebounds. Although there's a scoreboard above the basket, in the practice mode the scoreboard doesn't work. There are no penalties or time clock either. When you make a basket or the ball goes out of bounds, the ball is automatically returned to you. Press **F7** when you want to return to the chalkboard menus.

TWO PLAYER (two players on the court)

Player Two should plug his or her joystick into port 2. Notice that Player One is always in the *blue* jersey and Player Two is in *green*. You can practice different shots, from hooks to dunks, as well as dribbling, rebounding, and tip-ins. You can play straight one-on-one, or you can play other "pick-up" games like "Around the World" and "HORSE."

How to Play "Around the World." Player One tries a shot from the baseline—say, at the edge of the key (the key is the area between the inner white line and the basket—see the illustration on page 22). Every time the player makes a basket, he or she moves further along the edge of the key, working around the key to the baseline on the other side of the basket. If Player One misses a shot, Player Two gets a turn. When a player misses a shot, he must shoot again from the same spot on his or her next turn, and stay in that spot until he or she makes a basket. The first player to go "Around the World" wins.

How to Play "HORSE." Player One makes a shot from anywhere on the court. Player Two must then make the same shot or he will get an "H." When Player One misses, Player Two can make a shot from wherever he or she wants, and Player One has to make the same shot. Every time a player misses, he gets another letter until

So if you choose to rate yourself 3 as an outside shooter, you must be a 5 inside. If you choose a 6 rating at stealing, you'll only be a 2 at dribbling. After all, you can't be *great* at everything. Remember, too, that in a game situation you'll want to select your offensive and defensive strategies according to your strengths and weaknesses.

Use your joystick to move among the categories on The Scouting Report, and press the joystick button to change the numbers. As the number on the left goes up, the number on the right automatically goes down.

NOTE: In the practice modes, all players are given a 4 rating in all categories.

Game Options

TWO PLAYER HEAD-TO-HEAD

Each player has a computer teammate. Each player names his team, then types in his own name and rates himself. He also picks a computer teammate from the Player Draft, which includes ten pros, each one patterned after a real-life basketball superstar. (For details on the Player Draft, see page 18).

Player One and his teammate are always in *blue*; Player Two and his teammate are always in *green*. On the screen, the players you control are represented in the *lighter* uniforms; the players the computer controls are in *darker* uniforms. For example, if you are Player One, you'll wear a *light blue* jersey and your computer teammate will wear *dark blue*.

TWO PLAYER TEAMMATES

When you select this option, you and a friend team up against a hard-driving computer team. You first type in a **TEAM NAME** of 12 letters or less, then pick a **DIVISION** to play in. The division you choose determines the caliber of your computer opponents. **NORTH** is the easiest division, **SOUTH** is tougher, **EAST** is tougher still, and **WEST** is the toughest of all.

When Player One types in his name (12 letters or less) and presses **RETURN**, the Player One Scouting Report allows Player One to rate his abilities. Then Player Two types in his name and rates himself. In this mode, Player One has the light blue jersey, Player Two the dark blue one.

ONE PLAYER EXHIBITION GAME

You and your computer-controlled teammate challenge a computer team. Type in your **TEAM NAME** and **YOUR NAME** and pick a **DIVISION**. Again, the division you select determines how tough your opponents will be. Next, rate yourself on inside and outside shooting, dribbling, stealing, quickness, and jumping.

Finally, you select your computer-controlled teammate from the Player Draft. Do you want the great outside shooting of Larry Berg or the dynamite inside moves of Kareem Ugrin? Strategy is important, because you'll want a player whose talents will complement your own, someone who's going to be effective against your opponents. (Again, use the chart "Your Computer Opponents" to scope out your opponents' strengths and weaknesses).

Your team will always be the **HOME** team, with the player you control in the light blue uniform.

ONE PLAYER LEAGUE PLAY

This game mode allows you and a computer teammate to play in league competition that can take you all the way to the GBA Championship.

You first choose a division to play in (North, South, East, or West), then play a five-game season against the other five teams in that division.

Once you've selected League Play, the computer screen will ask if you want to **GET TEAM** or assemble a **NEW TEAM**. If you select **GET TEAM**, you'll continue to play with a team you've already created—that is, your current team. Select **NEW TEAM** to create a new team; your old team (if you had one) and its league record will be *erased* from the game disk. In other words, you can have only one team at a time. (If you try to create a new team and there's already a team on the disk, the screen will display the message "Warning: Selecting new team will erase your current team.") However, you can go from League Play to Exhibition Play without erasing your League Team from the game disk.

You'll play a five-game schedule. The computer will select your opponents within your chosen division until you've played all five. Playing in the easier divisions will of course mean easier games—

until you get to the playoffs. At the end of the season, the computer will compare your win/loss record with the records of the other teams in your division. If you have the best divisional record, or if you're tied for the division lead and have beaten your co-leader, you'll advance to the playoffs. The playoff schedule is set up so that the easiest division (North) plays the hardest division (West) in Game 1; in Game 2, South meets East. The winners from Game 1 and Game 2 then meet in the GBA Championship Game.

How to Pass and Shoot

Passing

Naturally, good teamwork means getting the ball to your teammate when he's in the open. And to do that, you've got to become a good passer.

To pass to your teammate when you have the ball, quickly press and *immediately release* the joystick button. If your teammate has the ball and you want *him* to pass to *you*, quickly press the button. Your teammate will usually pass you the ball, but not always—after all, any player can become a ball hog now and then. Your teammate may also pass the ball to you if he sees that you're open, even if you don't press the joystick button—unless you're moving, in which case he'll never pass to you unless you press the joystick button. If you pass to your computer teammate while he's moving, he'll stop to try to catch the ball.

In order to catch the ball you must be directly in line with it. Otherwise the ball will go out of bounds or will be stolen by your opponents.

Shooting

Shooting Basics

When you have the ball and want to make a shot, first hold down the joystick button. Your player will begin his shot by jumping and will release the ball at the same time you release the button. You must time the release to the jump. If you release the ball at the top of the jump, you have a better chance of scoring.

So your success in shooting depends on your ability to release the joystick button at just the right moment. If you look very closely, you'll notice that at the very top of his jump your player will cock his wrist slightly, preparing to shoot. It is at this moment that you should release the button. If you release the button too early or too late, you will still make some of your shots, but a smaller percentage than if you time it perfectly. You should also be aware that if you fail to release the button before your player comes back to the floor,

you'll be charged with traveling (See "penalties," page 25). In addition to your timing, the other factor that will determine your shooting percentage is your Player Scouting Report—that is, your rating as an inside and outside shooter.

Hook Shots

To make a hook shot, you must be downcourt, near the baseline, with your back to the basket (as you look at your player on the screen, he must be facing 9 o'clock or 3 o'clock). With a hook shot, the ball is released as the player's arm "hooks" over his head. The advantage of this type of shot is that it cannot be blocked.

Slam Dunks

A slam dunk may be the most satisfying shot in basketball. What could be better than actually stuffing the ball through the hoop? To slam dunk, you *must* have a 4, 5, or 6 rating as an inside shooter. You must be at the baseline, as far downcourt as you can go, and you must shoot when you're in one of three areas: under the basket, half a step left of low post left (LPL), or half a step right of low post right (LPR) (see "Zones on the Court," page 22). Finally, there must be *no defenders* under the basket. If all of these conditions are met, a slam dunk will *always* be successful.

Tip-Ins

If an offensive player grabs a rebound while directly facing the basket (as you look at him on the screen, facing 12 o'clock with his back to you), he'll tip the ball in for a basket. As long as the player is facing the basket and underneath it, the tip-in will be automatic if you make your player jump. Again, only an offensive player can tip the ball in. (In the practice mode, either player can tip the ball in).

Rebounds

A player can rebound only when he's in the area immediately surrounding the basket. To rebound, press the joystick button in the same way you do to make a shot—your player will jump for the ball. Timing your jump is the key to successful rebounding.

3-Point Shots

If a player shoots a basket from outside the white 3-point line (see illustration on page 22), that basket is good for 3 points instead of the usual 2. Successful 3-point shots are based on a player's outside shooting rating and the timing of his release. However, if a player shoots from outside the white 3-point line, the odds of that shot's being good are only *half* the odds of a regular outside shot. For example, if a 6-rated outside shooter releases the ball perfectly from beyond the 3-point line, he has only a 35% chance of making that shot.

Shooting From Under the Basket

Whenever a player shoots from directly under the basket, his chance of scoring is based only on his inside rating, not on his timing. As long as he releases the ball before he's called for traveling, it's assumed that his timing is perfect.

Notes on Defense: Stealing the Ball and Blocking Shots

To steal the ball from the offense, you must "bump" the ballhandler on the side on which he's *dribbling* or *holding* the ball. Any player's success at stealing the ball will be based on his rating at **STEALING**—see "The Scouting Report," page 9.

To block a shot, move in close to the ballhandler and press your joystick button to jump just as he goes up for a shot. Your success in blocking the shot will depend on how close you are to the ballhandler and your rating at **JUMPING**—see "The Scouting Report" on page 9.

Your Computer Teammate

Your computer teammate is an intelligent player. If he's under the basket, he'll shoot. If he sees that you're open under the basket, he'll pass the ball to you. If the clock is about to run out (either the 24-second shot clock or the quarter clock), he'll shoot if he has the ball. If he's being covered and he realizes he can't drive to the basket, he'll pull up and shoot from as close as he can get.

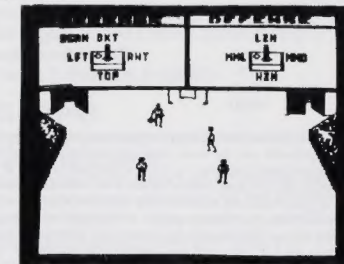
Calling Plays

In all the game modes except two-player teammates, you must choose an offensive and defensive alignment every time you're on offense or defense. The **PLAYCALLING SCREEN** comes up whenever there's a *change of possession* because of a basket, steal, defensive rebound, or penalty.

Although the game is actually played on a full court, you see only half the court at a time. Every time there's a change of possession or a basket is good, the players run down the court and the offense brings the ball up from mid-court.

The playcalling screen replaces the scoreboard for about seven seconds while the players automatically run down the court and bring the ball back into play. The playcalling screen disappears when the ball handler crosses the center court. So you have seven seconds to select a play. If you fail to select a play, the computer will automatically pick one for you. (On defense the computer will pick **LOW ZONE** (LZN) and on offense it will pick **BASKET** (BKT)).

As you can see in the screen below, the playcalling screen is divided into **OFFENSE** on the left and **DEFENSE** on the right. For offense the screen shows a picture of your joystick surrounded by the abbreviations **BKT**, **RHT**, **TOP**, **LFT**, and **SCRN**, which stand for the five offensive plays you can choose from. For defense the screen shows a picture of your joystick surrounded by the abbreviations **LZN**, **HZN**, **MMD**, and **MML**, which stand for the four defensive alignments you can choose from.



You select a play by moving your joystick forward, back, right, or left to "point to" the play you want: forward for **BKT** or **LZN**, back for **TOP** or **HZN**, right for **RHT** or **MMD**, and left for **LFT** or **MML**. On offense you can also use the joystick button if you want to select the **SCRN** play.

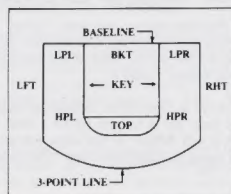
When you're going to be on offense, the word **OFFENSE** on the playcalling screen will be in green; once you select your offense, the word will turn blue. On defense the word **DEFENSE** is first highlighted in yellow; once you select your defense, it turns blue. *Note that these colors have nothing to do with the player's blue and green jerseys or the teams themselves; they merely indicate when a play has been selected.*

If you've called a play, but change your mind while the playcalling screen is still visible, simply push the joystick in the direction of the new play you want. Whenever you call a play, you'll hear a tone at the same time the word **OFFENSE** or **DEFENSE** turns blue.

Whenever you call a play, whether on offense or defense, you are telling your computer teammate what to do.

Following is a complete rundown of the plays. It will help you to understand the plays if you also study "Zones on the Court".

Zones on the Court



Offensive Plays

You have five offensive plays from which to choose:

Left Wing	LFT
Right Wing	RHT
Top of Key	TOP
Basket	BKT
Screen	SCRN

Left Wing (LFT). Your teammate runs to the high post left or high post right (HPL or HPR) and stays there for one second. Then he runs to the left wing (LFT), stays there for two to four seconds, and runs a random pattern on the left side of the court.

Right Wing (RHT). Your teammate begins by running to the high post left or high post right (HPL or HPR) and waits there for one second. Then he runs to the right wing (RHT) and waits there for two to four seconds before running a random pattern on the right side of the court.

Top. Your teammate runs to either the right or left high post (HPL or HPR), waits there for a second, and then runs to the top. He stays there for two to four seconds and then runs a random pattern at the top of the key.

Screen (SCRN). You use your teammate as a screen to block out any defenders trying to cover you. Your teammate runs to HPL or HPR and stays there for six seconds, allowing you to dribble around him as he blocks the defender. Then he runs a two-step pattern between the high posts.

Basket (BKT). Your teammate runs to the high post left or right (HPL or HPR), then drives under the basket. He waits there for two seconds and then runs a random three-step pattern under the basket.

Defensive Plays

You have four defensive plays to choose from:

Low Zone	LVN
High Zone	HZN
Man-to-Man Light	MLL
Man-to-Man Dark	MLD

Low Zone. When you call low zone, your teammate will stay in the key (between the basket and the inner white line on the court). When an offensive player enters his zone, he covers him man-to-man. If the offense floods the low zone (which means both offensive players enter the key), your teammate will cover the ball handler. In this case, you should cover the offensive player without the ball. When your opponents are not flooding the low zone, your teammate always takes the man in the low zone, and you take the man outside the key in the high zone.

High Zone. If you assign your teammate to the high zone, he covers the ball handler when that player is in the high zone. When the ball handler enters the low zone area around the key, you cover him, and your teammate covers the player without the ball.

Man-to-Man Light. Your teammate covers the opposing player who wears the light-colored uniform. He stays with that player everywhere on the court. You cover the player in the dark uniform. The goal in man-to-man coverage is to stay between the man you're guarding and the basket, trying to keep him from getting under the basket and making an easy shot.

Man-to-Man Dark. This is the reverse of man-to-man light. Your teammate covers the man in the dark uniform, and you cover the man in the light uniform.

Playcalling and Loose Ball

If nobody grabs a rebound and the ball is loose, the computer will sometimes allow you to regroup your offense and call another play. You'll know this is happening if the playcalling screen appears.

Penalties

Fouls

Bumping into an opposing player continuously for more than one second results in a foul in the following situations:

A defensive foul occurs when one of the defensive players bumps into the ball handler. The penalty is either ball out of bounds to the offense or free throws.

Charging occurs when the ball handler bumps into a defensive player. The penalty is change of possession or free throws.

Fouls and other penalties are displayed on the scoreboard in flashing letters right after they occur. However, if a player is fouled while shooting, the foul won't be displayed on the scoreboard until after the shot has either gone in for a field goal or missed. Fouling the shooter results in one free throw if the basket is good and two free throws if he misses his shot.

The number of **TEAM FOULS** is also displayed on the scoreboard. Teams get five fouls per half; the count is reset to zero at halftime. If a team accumulates more than five fouls in a half, this results in bonus free throws for the other team.

Other Violations

Traveling is called if you jump to shoot but don't release the ball in time. It won't be called if your shot is blocked by an opponent and you come down with the ball. Traveling results in a change of possession.

The Three-Second Rule is invoked if an offensive player stays inside the key for more than three seconds at a time. However, when the ball is in the air or up for grabs, all players can stay in the key for as long as they like, until someone comes up with the ball. Staying in the key too long results in change of possession.

The 24-Second Shot Clock gives the offensive team 24 seconds to make a shot after they bring the ball into play. The scoreboard has a **SHOT CLOCK** which counts down the seconds. Failure to make a shot in time results in change of possession.

A word about free throws. Players don't have control over free throw accuracy. It's based on the outside shooting rating. To make a free throw, just push the joystick button and release it. All players can rebound after the last free throw attempt.

Field Goals. This is the total number of baskets that each team made. Each basket is worth either 2 or 3 points, depending on where the player was on the court when he made the shot. Free throws do not count as field goals.

Percentage. The field goal percentage is calculated by taking the total number of actual field goals and dividing it by the total number of field goal attempts. That number is the team percentage.

Rebounds. Every time your team pulls down a rebound, it's recorded here.

Steals. This number records the number of times your team stole the ball from the opposition.

Blocked Shots. There are two types of blocked shots. After the shot is blocked, either the defender comes down with the ball or the offensive player retains possession. Blocked shots are only recorded here when the defender gains possession of the ball.

Leading Scorer. The top scorer's name will be displayed with the number of points he scored.

To Play Another Game

When a game ends, press **F7** to return to the chalkboard menus. If you've just played any game (except in league play) and want to play the same game again, you don't have to type in your name again or select a new computer teammate unless you want to. Just press **RETURN** or move the basketballs to **CONTINUE** and press the joystick button as you move quickly through the menus.

BASKETBALL

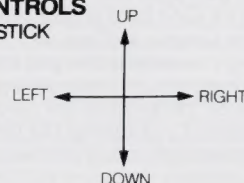
Two-on-Two™

Daley Thompson's SUPER-TEST

Daley Thompson's Supertest is an eight event game. You have four lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

CONTROLS

JOYSTICK



KEYBOARD

Controls duplicate joystick operations as follows: Each relates to whole row:



Day One

1. Pistol Shooting
2. Cycling
3. Spring Board Diving
4. Giant Slalom

PISTOL SHOOTING

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels.

Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the cross-wires at the centre. Points are awarded for accurate shooting (600 for a bullseye).

There are three chances to qualify and you are allowed 10 shots per qualification round.

HINT

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

CYCLING

Wait for the starting gun — you're off; now alternate the running keys (or joystick) for maximum speed in this sprint against time. (Only one chance to qualify in this test of stamina).

SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off, when repeated left/right key depressions will make him somersault. Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-

- (a) Take Off
- (b) Number of somersaults
- (c) Dive finish
- (d) Overall grace

HINT

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra

height for more somersaults. Overall grace depends on the position of entry into the water.

GIANT SLALOM

Wait for the green starting light. Push off is automatic, then control skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time. (You have 2 chances to qualify).

HINT

Skiing directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slopes as these can prove fatal.

Day Two

1. Rowing
2. Penalties
3. Ski Jump
4. Tug O'War

ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your CPU opponent. (You must beat the clock to qualify but coming in first gives extra bonus points).

PENALTIES

Your player will run towards the spot, use alternative left/right keys to build up the power for the shot. When the ball is reached, press fire to kick. The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed. You have 5 shots and to qualify you must score 3 goals.

SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time. As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better). As your man touches down on the snow press the fire button again but be careful, good timing is all important to avoid a nasty fall! You have 3 chances to qualify.

TUG O'WAR

First choose your opponent (point with the cursor arrow and press fire to select). To qualify you must select an opponent with matching ability (or above) as indicated on the screen. Now to do "Battle" — Use continuous left/right controls to increase the overall power and drag your adversary over the boundary! You have 3 chances to qualify.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

GOOD LUCK

CONTROLS

Keyboard:
LEFT SHIFT OR ? – LEFT
RIGHT SHIFT OR Z – RIGHT
SPACE BAR – FIRE
JOYSTICK – PORT 1 OR 2

Note: In the case of any difficulty experienced in joystick control the keyboard controls may be used at any time during play, even if joystick has been used.

PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify (ie achieve game – scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).

SWIMMING

Wait for the starting gun – racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breathe so wait for the prompt and then press the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop. Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate drops up! Good shooting.

LONG HORSE

Now test your ability as a gymnast – press the fire button to run the springboard, then again when you're on it – Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

ARCHERY

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint: try to get as close to a 5° angle as possible.

TRIPLE JUMP

Co-ordination is the key to success in this event, approach speed is automatic, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

WEIGHT LIFTING

Now for the final test – a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when WEIGHTS flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight. Congratulations you've completed all the events now check your score and see if you can do better next time – Good luck.

● JONAH ● BARRINGTON'S ● SQUASH

REPROSOUND

Jonah Barrington's Squash incorporates an amazing technique whereby the human voice has been accurately reproduced. In this way Jonah Barrington's voice will call out the scores and all the marker's calls through your monitor/TV speakers.

Playing Instructions:

Jonah Barrington's Squash can be played with either one or two players. If the one player option is selected your opponent will be the computer. Alternatively a demonstration of play at any level of difficulty can be obtained by selecting the computer option for both players. At any time during the demonstration mode press RESTORE firmly to return to main menu.

There are four levels of difficulty, corresponding to the ball spot colours in squash from RED (easy) to YELLOW (difficult). To select level of difficulty press corresponding colour key.

Follow on-screen instructions to select required control keys. If you have a joystick connected select directions of movement by moving your joystick. If you wish to have a two player game, but have only one joystick, one or both of the players may select the keyboard controls. In this instance the Joystick must be connected to Port 2. Your player will move to the left, right, forwards or backwards by pressing the defined key. Depressing the fire button will enable your player to make a forehand or backhand stroke, depending on the position of the ball when the button is pressed. By timing the pressing of the fire button you can alter the angle at which the ball leaves the racquet. There are six different angles at your disposal. The timing of the swing will also alter the speed at which the ball leaves the racquet.

When you are playing the computer, and it is the computer's serve, press the fire button. You cannot however affect the serve in the same way as your own, by varying the length of time you hold down the fire button.

Name

To enter your name, press up or down key until required letter is reached and then the fire button. Up to TEN letters may be entered. Move to the end of the space allowed and press fire button to enter game. Both players may enter their names at the same time.

The rules of Jonah Barrington's Squash follow the International Squash Racquets Federation rules as far as the computer will allow. There now follows a summary of the rules of Squash, highlighting any differences that may occur in Jonah Barrington's Squash –

Board (Tin)

The area below the bottom line on the front wall of the court. Made of a material which gives a different sound to the rest of the court. A different sound will be heard from the computer when the ball strikes the board.

Cut Line

The Centre line on the front wall, six feet from the floor of the court.

Short Line

The line on the floor parallel to the front wall and 18 ft. from it.

Half-Court Line

The line on the floor parallel to the side walls, which divides the back half of the court into two equal parts, called the right half court and left half court.

Service Box

A square area within each half court from within which hand-in serves.

Out of Court

The ball is out of court when it strikes the front, back or side walls above the top line or the ceiling. In the computer game the line on the back wall is not shown.

Hand-in

The player who serves.

Hand-out

The player who receives the serve.

Not Up

The expression used to indicate that a ball has not been returned above the board (tin).

Game/Match Ball

An expression used when the server is within one point of winning the game/match.

Scoring

A match consists of the best of three or five games, although a one game option is included in the computer game. Each game consists of 9 points and the player who first reaches 9 points is the winner except that if the score should reach 8-all hand-out may, if he chooses, set the game to 2, in which case the first player to score two further points wins.

In the computer game, if the score reaches 8-all, it will automatically continue until one player reaches 10 points. Points can only be scored by hand-in. When hand-in wins a stroke he scores a point. When hand-out wins a stroke he becomes hand-in.

Serving

The right to serve is decided by the spin of a racquet. In the computer game the WHITE player always serves first. The server continues to serve until he loses a stroke, when his opponent becomes the server, and so on throughout the match. Before being struck, the ball is thrown into the air and must not touch the floor or wall. The ball is struck onto the front wall in the area above the cut line and below the top line, so that it would fall on the floor in the half court opposite the server, unless volleyed. If these conditions are not met a fault is called, and the server makes a second attempt. If his second attempt fails a double fault is called and service passes to his opponent.

If the server fails to hit the ball on service a double fault is also called the service passes to his opponent.

The service receiver (hand-out) may attempt to return a fault serve and if he does so the service shall then be good.

At the beginning of each game and of each half, the server may serve from either box, but after scoring a point he serves from the other and so on throughout the game. No choice is given in the computer game and all initial serves are taken from the right half court.

In practice if the service receiver volleys the service before it crosses the short line a markers warning would be given and could lead to disqualification. In the computer game a let is called.

Let

A let is an undecided stroke and the service or rally in which a let is called shall not count.

The Play

After a good service has been delivered the players return the ball alternately until one or the other fails to make a good return.

A Good Return

A return is good if the striker, before the ball bounces twice on the floor, returns the ball onto the front wall above the board and in play without allowing the ball to touch the floor after striking it and before reaching the front wall.

Stroke

A player wins a stroke if the rules regarding service (see above) are not complied with by his opponent or if his opponent fails to make a good return of the ball.

Obstruction

The rules of the International Squash Racquets Federation are complicated and rely totally on the discretion and opinion of the referee. Basically after making a stroke a player must get out of his opponents way as much as possible. If a player, in the referees opinion, has not made every effort to do this the referee will stop play and award a stroke to his opponent.

The computer game, in the absence of a referee, allows a let to be played if a collision or obstruction occurs between the players, so long as the receiver is attempting to play a shot.

General

If the striker fails at his first attempt to hit the ball in play he may make further attempts provided the ball is still in play. Clothing should be white. Out of necessity one player is drawn in YELLOW (Player 1) & the other in WHITE (Player 2).

MATCH POINT

Once you have mastered the skills and strategy of MATCH POINT, all that remains is to take a deep breath and step out onto the Centre . . . Court in front of the waiting crowd.

THE CHAMPIONSHIP

You are in the singles competition of the world's most famous tennis championship, and have the option of picking up your racket at any of the following stages:

Quarter Finals

Suitable for all levels of experience.

Semi-Finals

Demands increased ball control and faster reflexes.

Finals

The peak of professional achievement. Only the very best should challenge the existing world champion, your computer opponent.

EXHIBITION MATCH

If you would rather sit back with your strawberries and cream and watch the professionals exert themselves, then select the Exhibition Match option — but be prepared to sit on the edge of your seat! This match can be played by middle, senior or top seeded tennis stars as you wish.

OPERATING INSTRUCTIONS

Player control is achieved by using a Commodore compatible joystick. The direction and speed of the ball are determined by the position and motion of the player and also the timing of the swing of the racket. For example, extra speed can be imparted by moving forward while swinging, and striking the ball at the end of the swing will have a different effect from striking it at the beginning. Changing from forehand to backhand is automatic where appropriate, and can be forced by pressing the fire button once.

Pause a game with key F7, or use F1 to abort the match and return to the option screen. To simply restart the current match, press F4.

SCORING

The scoring and rules adopted in this game are those of lawn tennis, and this section is intended for those not familiar with the sport of tennis. A MATCH is played over 3 or 5 SETS and the winner is the first to win either 2 or 3 Sets respectively. A set is made up of GAMES, the winner being the first to win 6 games and have a clear lead of two games. Should the score reach 6 games each, then a TIE-BREAK is introduced to settle the set. Games are made up of POINTS and are won by the first player to reach four Points with a clear lead of two Points. Play continues until one player has a lead of two Points. The scoring for Points goes as below:

zero points	_____	love
one point	_____	"15"
two points	_____	"30"
three points	_____	"40"
four points	_____	"game"

If both players should reach "40" then the score is called "deuce" and the winner of the next Point is said to have the "advantage". Should he win the subsequent Point then he wins the Game, being two clear Points in the lead, otherwise the score returns to "deuce". Players have SERVICE for alternate Games throughout a Set, and players change ends at the end of every odd numbered Game. TIE-BREAKS consist of ordinary points, labelled 1, 2, 3 . . . etc. and the winner is the first to 7 points with a clear lead of two points, otherwise play continues till a two point lead is achieved.

MATCH POINT



The Game

Ping Pong is a realistic simulation of table tennis for one player.

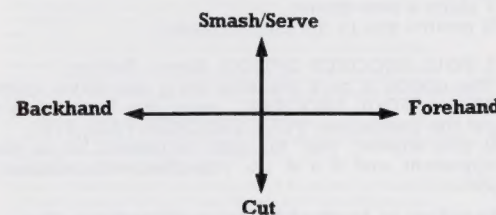
The screen displays a three dimensional view from above a ping pong table with the players depicted as bats.

The game can be played at five different skill levels against the computer.

Controls

The game is controlled by joystick in Port 1 or Port 2.

Joystick



Drive Press fire button.

Serving

Toss up the ball for the serve by using the serve control.

Move the joystick left or right to select either forehand or backhand respectively. Use cut or drive to hit the ball.

Playing

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 10, in which case the game will terminate.

The service changes after every five points scored, however if a tie score of 10-10 is reached the service

changes after every point from then on.

In a game is the player wins then a new game is started on the next highest difficulty level.

Status and Scoring

Entering your name on the High Score Table

Select the desired letter by moving left or right and press the fire to make your selection.

A score of ten points is awarded each time a player manages to hit the ball. 500 points are awarded for a successful, point-winning smash.

At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.

If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

Hints and Tips

When To Use Each Shot Type

Smash — This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.

Drive — This is a fast shot normally used to return the ball.

Cut — This is a slow shot which can be used to interfere with your opponent's timing.

Forehand or Backhand — Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.

The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology

In — The serve or return is good.

Out — The serve or return is bad.

Net — A served ball hits the net and is OUT.

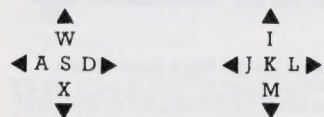
Duce — A tie score at 10 and above.

Love All — Score is 0-0 at the start of the match.



SNOOKER

After loading, Vision's Snooker checks to automatically see if you have a joystick attached, if not it selects the keyboard as the input medium. The joystick duplicates all the functions of the keyboard. Except where you need to select an option.



The cursor keys allow you to move the Cue and the Cue Ball the "S", "K" act as the fire button if you are not using a Joystick.

START GAME

After loading, the message 'NUMBER OF PLAYERS 0/1/2' will appear.

0 = Demo

1 = one player option

2 = two player option.

How many joysticks 0-1-2

Select the option you require, and the message 'DO YOU WANT A 15-BALL GAME Y/N' will appear. This permits you to play a full or a 10-ball game. After choosing your mode of play, the message 'PLACE WHITE BALL IN THE CIRCLE' will appear. Using the keys shown, or the joystick, position the + within the 'D' on the table plan. Ensure that the + is not touching one of the other balls. When you are satisfied about the position of the cue ball press 'FIRE', and the cue ball will appear.

FIRST BREAK

The message 'POSITION CROSS' will appear on screen. To make the break move the + which represents the cue aiming point i.e. the line the ball will take to your target point on the pack of reds. When you have chosen this position press the fire button. Holding this button down will increase the strength of your shot. The shot will be taken when you release the button.

POTTING AND SPIN

To aim for a ball use the same procedure for controlling the cursor as described above. To put spin on the ball, just move the joystick or cursor in the direction that you wish the ball spin to take, whilst first pressing the fire button. Then release the fire button and continue to press the direction key or joystick. When you release the key the shot will be taken.

If you do not pot a ball and are playing a two-player game, the next shot is offered to your opponent, otherwise you may continue.

If you pot a red you must then select a colour.

SELECTING A COLOUR

After potting a red the message 'SELECT COLOUR TO POT' will appear. An arrow will appear on screen beside one of the colours, and you must move this to

the colour you are going for. This is done by using the keyboard or joystick, either up and down, or left to right. When you have selected the colour you want, press 'FIRE' and the game will be resumed. When all the reds are potted the computer is programmed to automatically select the colours in proper order.

OPTIONS

When the message 'POSITION CROSS' appears there are three options available:

1. DELETE BALL FUNCTION. Key = F1.

The space bar deletes the ball that is flashing and moves on to the next one. To skip a ball press any direction key. To skip through them all continue pressing any direction key until the cross re-appears.

2. ABORT GAME FUNCTION Y/N. Key = Return/Stop.

Y starts a new game.

N returns you to the current game.

3. FOUL SNOOKER OPTION. Key = Return.

This option is only available on a two-player game. After a 'FOUL SNOOKER', press the Return key to get the instruction 'FOUL SNOOKER PASS Y/N'. If you answer 'yes' the turn is passed on to your opponent, and if it is 'no' you choose the colour to pot.

Snooker (a load of balls) well judging by those words planetary physics could be described as a game of marbles. I mean the sheer joy of matching those spatial velocities, the angles of intersection. The conservation of momentum and the restitution. Just there alone you have it. Physical co-ordination, advance geometry and applied mathematics. And they try to tell me I've had a mispent youth, I couldn't have learnt as much in a three year degree course at the local Poly (some people say I wouldn't have learnt as much in a ten year course but I don't think they've got much regard for the educational system). Well they spent years trying to perfect a snooker table to play on at sea, but with this I can take it on the Shuttle (with my qualifications maybe I should) or I can play a game in the comfort of my own home. O.K. so I don't have a full scale table in front of me but then I'm not paying two grand for one (could this be a lesson in economics?) I mean all in all this has to be the best game around even the girlfriend can play. The rest of the family have also been noted having a go. So unless you're of a generous, free spirited nature guard this game with care. You never know who you'll find playing it next.

SUPER SOCCER

MAIN MENU

This has four status boxes on the right hand side showing —

Level of play (F1)

Time of game (F3)

Mode of play

Number of players

Press F7 to select the number of players from 1 to 8

Press F5 to change mode between Tournament, (in which you can have any number of players), Single game, (played with one or two players) or Practice (played with only one player)

To continue press RETURN

NAMES EDITOR

The Names Editor allows you to define any of the team names used throughout the game. Input your new name, (which can be up to 9 letters). Use "DELETE" to erase any mistakes. Press F7 to proceed to either the "MATCH DISPLAY" (if playing a practice or single match), or the "TOURNAMENT DISPLAY" (if playing a tournament). N.B. In Tournament if there are say 5 players, then these players correspond with the top five names in the list i.e. player one is the top name on the list and so on.

CONTROLS

Joysticks must be used to control play, except for certain keys which operate the menus and the PAUSE/ABORT function.

MATCH DISPLAY

Shows joystick 1, joystick 2 or computer control for each team. This allows selection of team colours and pitch type. The pitch types are: NORMAL, ARTIFICIAL, ICY, MUDDY. The pitch type influences the bounce of the ball (how far it "RUNS" on the ground and how far players will slide).

TOURNAMENT DISPLAY

This highlights the current round of the tournament and the match in that round which is to be played. For each team in that match, player control is indicated by 1 — Joystick 1, 2 — Joystick 2, C — Computer control. Match display also allows selection of team colours and pitch type. Select "KICK OFF" to play match. (If both teams are computer controlled a randomly generated result will be displayed). "Delete Key" will abort the Tournament. This will return to the Main Menu. On re-entering the Tournament the first round will have been completely redrawn and no games will have been played. All winning teams will automatically be placed in the next round of Super Soccer Tournament. N.B. Just as in the Single Game there must always be a winner, so extra time and penalties will be played to accomplish this.

PAUSE/ABORT OPTIONS

This function operates once a match has kicked off. It is selected by the run/stop key and returns the screen to either the match display, or the tournament display as appropriate. The following options are unique to this situation.

RESUME PLAY — Returns to play from point at which run/stop was pressed. REPLAY MATCH (Tournament Only) — Same match is played again from kick off. GENERATE RESULT (Tournament Only) — Computer generates a random result for the match, taking into account the current score (This is not applicable to the cup final match).

QUIT MATCH (Practice or single game only) — Returns to main menu.

SUPER SOCCER SINGLE GAME

Play against either the computer or a friend. After the full period of time if the score is a draw then six minutes of extra time will be played. If after this it is still a draw then there will be a penalty shoot out.

SUPER SOCCER PRACTICE

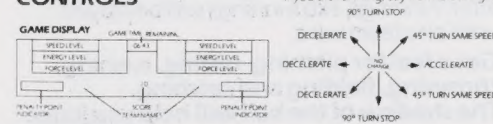
Use this mode to learn the skills of a Super Soccer champion. Practice dribbling and close ball control. Practice chipping, kicking and driving the ball. You can also practice throw-ins. The opposing team will only play the ball when needed to put it back into play.

N.B. This mode can only be chosen when there is one player selected.

PLAYING SUPER SOCCER

This game features advanced "Intelligent" joystick control. We list the controls available at your finger tips but suggest that the best way to learn to play is by using the Practice Mode. The control players on both teams are indicated in a different colour.

CONTROLS



Your speed is indicated by a bar at the top of the status box above your team name. Remember, you will accelerate if you push the joystick in the direction you are facing and decelerate for the reverse directions.

USING FIRE

No-one in possession of the ball

Pressing fire when no-one is in possession will build up force for kicking.

Opposing team in possession

Dribbling the ball is automatic, there is no need to press fire. The faster you run the further ahead of you the ball will travel before making his speed dribbling tricky. Close precision dribbling will only be possible at slow speeds.

Pressing fire increases your force of kick (indicated by the bar at the bottom of the status box). The ball will be kicked with the given force as soon as the player meets the ball. A player's force level is zeroed when he touches the ball. The style of kick depends on how the joystick is being moved.

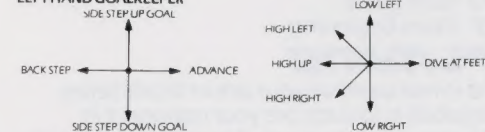
MOVING FROM LEFT TO RIGHT

CHIP ← ORDINARY KICK → DRIVE

GOALKEEPER

The goalkeeper always faces away from his goal, he may side step and back step unlike other players.

LEFT-HAND GOALKEEPER



Pressing fire and moving the joystick issues the following commands:

LEFT-HAND GOALKEEPER

THROW-INS

Use the joystick to point the ball in the desired direction. Use fire to build up the force, the larger the force the harder the throw. Releasing fire throws the ball and if the joystick is pushed upwards when the ball is released it will be thrown higher. If it is pulled back on release the ball will be thrown higher.

TRAPPING THE BALL

Pressing fire when a high ball hits a player under your control (after being kicked by the opposition) causes the ball to be CHESTED DOWN if it hits the players front, if not then the ball just bounces off your body.

HEADING THE BALL

If fire is pressed while the ball is in the air and it is close to the player he will either do a jumping header, or will prepare to chest the ball down depending on the ball's height.

SPEED AND ENERGY

Your energy will increase or decrease depending upon your speed. Running fast causes the energy to decrease while running slow makes the energy increase. When your energy falls to a certain level then your speed will be limited until you build the energy back up.

PENALTY POINTS

Every time a player commits a foul he is given a penalty point. One point equals a caution, two a yellow card and three a red card. These are represented in the status area by cyan yellow, and red squares.

N.B. When a player is sent off with a red card he does not return!

PENALTIES

The goalkeeper uses his normal controls and the striker is controlled as if he were taking a free kick.

PLACE KICKS

When a free kick or corner is about to take place a plan view of the entire pitch is displayed and the clock stopped. You now have 30 seconds to place your team anywhere on the pitch. Move your flashing symbol to its desired spot (you may not move one man onto another) and then press fire to move onto the next player. Players one and two do this simultaneously. Play commences after the referees whistle is blown.

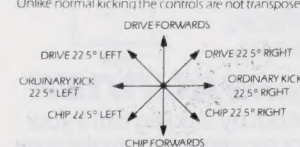
PLACE KICK DISPLAY

Coloured boxes represent the players and coloured diamonds represent the goalkeepers. The location of the kicker and the ball is marked by a cross and may not be moved.

KICKING THE BALL IN DEAD BALL SITUATIONS

To allow greater variety of play, control of the ball at corners, free kicks and penalties is slightly different from normal control. Pressing fire increases the energy (this may only be done before the player is in motion) but until you come into contact with the ball your player will not change direction. From free kicks only use joystick left and right to position the kick taker in chosen direction to take the kick. For all kicks press the joystick UP to start the kicker running. Once in motion pushing the joystick up will accelerate him, pulling it back will slow him down.

When contact is made with the ball the type of kick depends on the joystick input. Unlike normal kicking the controls are not transposed for each direction of movement.



N.B. For corners only the uncorrected directions of the kick will be at 22.5° to the goal line.

HINTS AND TIPS

- ★ Persevere! It is worth the effort.
- ★ Use Practice Mode to learn the controls.
- ★ Don't try to run the entire length of the pitch at full speed, you will not make it.
- ★ Use accelerate and decelerate to confuse the opponent on dribbling runs.
- ★ Time running up to the ball and kicking (i.e. pressing fire) for maximum effect.
- ★ Learn the art of passing and moving the ball quickly between your team.
- ★ Learn to turn your active player quickly by using the 45° and 90° turning options from joystick.
- ★ When a player's energy is low changing control to another with more energy will allow you to run faster. Remember at place kicks after you have pressed fire you will not be able to change the direction of your man.
- ★ After extra time the penalty shoot out is sudden death. So take care!
- ★ During place kick setting remember you only have 30 seconds so placing men closest to the ball first is helpful. Players will receive penalty points for failing to get their distance from place kicks.
- ★ When the ball is in the last third of the pitch and the goalkeeper is not the controlled player he will automatically align himself vertically (i.e. by side stepping) within the limits of this area.
- ★ The clock is stopped whilst the ball is out of play to prevent time wasting.

WORLD SERIES BASEBALL

GETTING STARTED

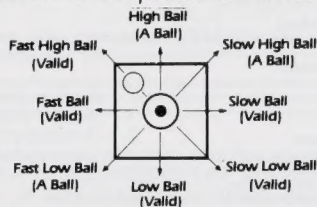
- F3** One player port 1
- F5** Two player port 2
- F7** Option selected
- F3** Team colours
- F5** Team colours
- F7** Start game
- G** From beginning

PLAYING

As in real baseball your aim in World Series Baseball is to outscore your opponent in 9 innings (extra innings if drawn on 9th innings).

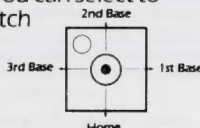
PITCHER THROW

When pitcher appears you may select type of ball you wish to pitch by positioning the joystick in one of the positions shown.



PITCHER'S STEAL

One of the batting side on the pitch may attempt to 'STEAL' a run. As you are the Pitcher you can decide, using your own skill and judgement, whether or not to pitch your ball to the base which you think the opposition may try to 'STEAL'. This option can be selected when SELECT STEAL OPTION appears on the screen. By then positioning the joystick and pressing the FIRE button you can select to which base you wish to pitch in order to 'OUT' your opposition. Pitching a ball using the STEAL OPTION does not count as a BALL.



BATTER and RUNNER

A runner can be got out by tagging him if your fielder has the ball or by stepping onto the base he is forced to run to. A batter can be got out by any fielder who catches the ball. A forced runner is one who has to run to the next base because the preceding runner is running to the base he is on.

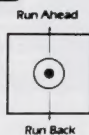
If a batter hits a fair ball he is forced to run.

Once the ball has been thrown you may select a batting speed. Hold the joystick in the position required and press the fire button to swing the bat.



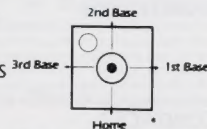
RUNNER STEALS

The players of the batting side on the pitch may 'STEAL' a run by running to the next base when 'SELECT STEAL OPTION' appears on the screen. Hold the joystick in position required, press and release fire button.



FIELDERS

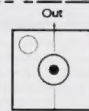
Fielders are controlled by the joystick. You may catch or pick up a ball. This is done automatically if you are close to the ball.



To throw a ball to another fielder move the joystick to the required position, press and release the fire button.

SPECIAL FEATURES

Outfield may be selected IN or OUT with the joystick when 'OUTFIELD OUT' and 'OUTFIELD IN' appears on the screen.



'OUTFIELD OUT' positions fielders for wide fielding and 'OUTFIELD IN' positions your fielders for close fielding.

STATUS and SCORING

STRIKE — a pitch that crosses home plate between batter's shoulders and knees. Three STRIKES equals an OUT.

BALL — a pitch that is high or low out of strike zone. Four balls results in WALK, (batting players on field will have free walk to next base).

OUT — catching fly balls, tagging runners with a fielder who is holding the ball or achieving three STRIKES off the BATTER equals an out. There are three outs per half innings.

BATTING ORDER — Visitors bat top of innings; home-team or computer bats bottom of innings.

RUNS — Score runs by moving around all three bases and finally to HOME PLATE. Team ahead after 9 innings wins the game. If score is tied after 9 innings, extra innings will be played until one team wins.

Get a feel for pitching, hitting, running, throwing, fielding and catching.

The shadow of the ball will help you judge where the ball is headed. World Series

Baseball is easy to pick up but tough to master, especially against the computer team.

Have fun with World Series Baseball — it's designed to be fun for beginners and advanced players alike. If you have tips or strategies for other players just drop us a note — we would love to know how your major league dream is coming along.

